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by Sally Greenwood Larsen

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Katie and the Computer

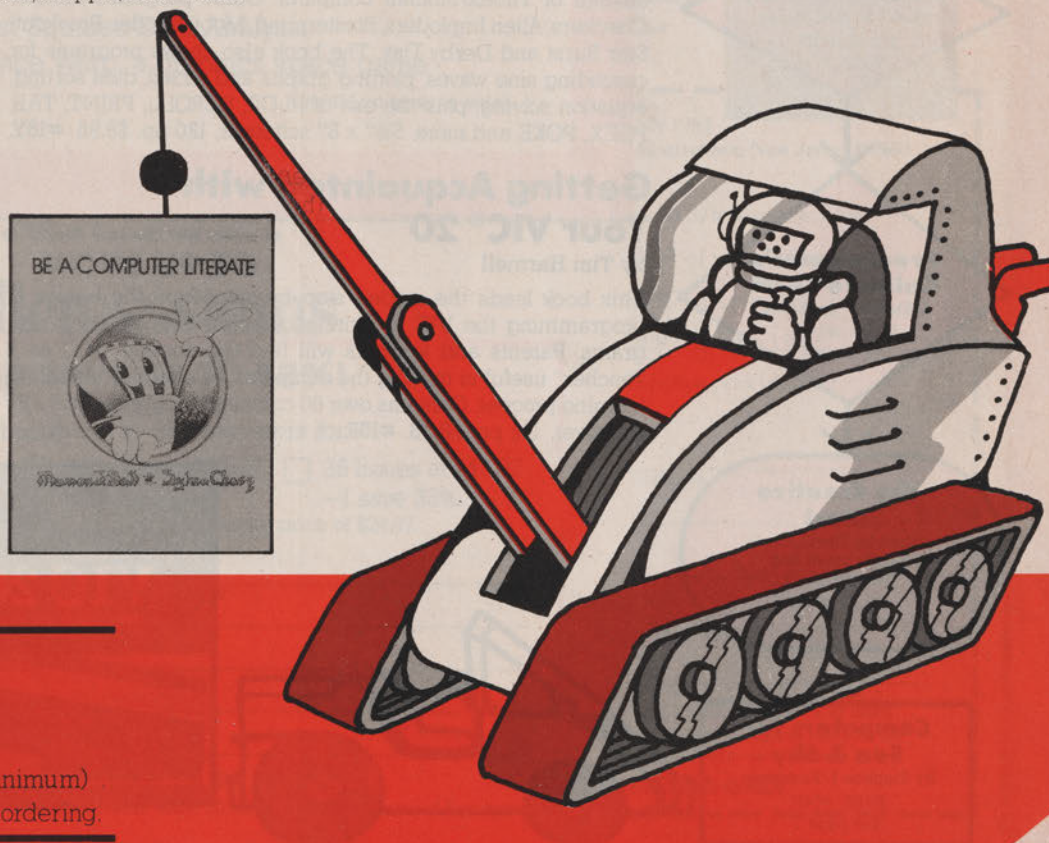
by Fred D'Ignazio and Stan Gilliam

In this delightful, full-color fantasy for younger children, Katie "falls" into her home's new computer and enters the imaginary world of Cybernia. Her marvelous journey, with Colonel Byte as her guide, parallels the path of a programming command through a computer, complete with visits to the CPU and an encounter with a "programming bug." Aimed at children four to ten, but parents can use the supplemental information provided to relate the story to actual computer operation. *Infosystems* calls this book "entertaining and educational." 8½" x 11", hardcover, full-color illustrations, 36 pp. $8.95. **#12A.**

Be a Computer Literate

by Marion J. Ball and Sylvia Charp, illustrated by Jonathan Byrd

This book explains in simple, easy-to-understand terms how and why a computer functions. The illustrations, diagrams and photos make each concept clear and easy to grasp without oversimplifying. This book is a perfect introduction to computers for children aged 10 to 16. 8½" x 11", softcover, illustrated, 66 pp. with glossary. $4.95. **#6H.**



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Computers for Kids
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The Creative TRS-80
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Programmer's Guide to CP/M
Edited by Sol Libes
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See page 6

The Creative Atari
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Computers for Sea & Sky
By Stephen J. Rogowski
$9.95. #14F.
See page 7

The ZX81 Companion
by Bob Maunder

This book assists ZX81 users in four applications areas: graphics, information retrieval, education and games. The book includes scores of fully documented listings of short routines as well as complete programs. For the serious user, *The ZX81 Companion* also includes a disassembled listing of the ZX81 ROM Monitor. 5½" x 8," softcover, 132 pp. $8.95. **#17P.**

The Gateway Guide to the ZX81 and ZX80
by Mark Charlton

This educational book has more than 70 fully documented programs for the ZX80 and ZX81. The book enables a beginner at computing to get involved with the learning process of programming and encourages him to experiment as he progresses. *The Gateway Guide* describes each statement and function, illustrates it with a demonstration routine or program, and combines it with previously discussed material to help the reader understand his Sinclair or Timex/Sinclair computer. 5½" x 8," softcover, illustrated, 172 pp. $8.95. **#160.**

Getting Acquainted with Your ZX81 —Third Edition
by Tim Hartnell

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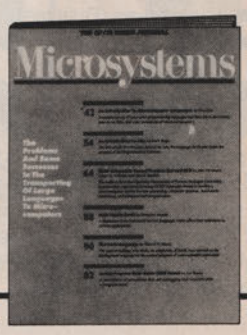

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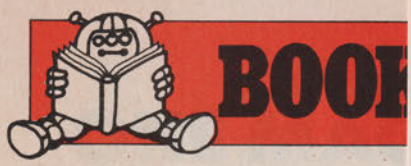

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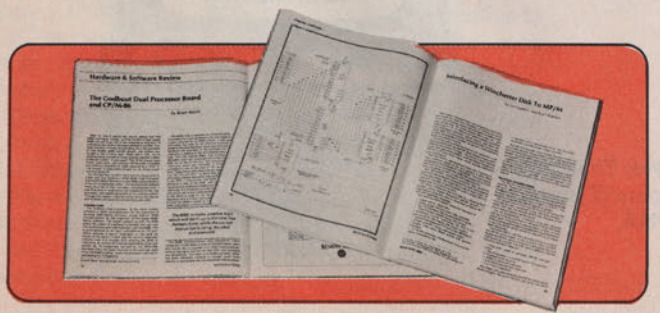

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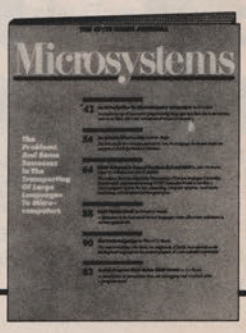

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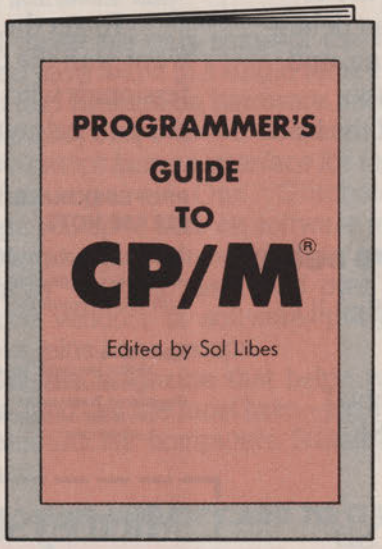

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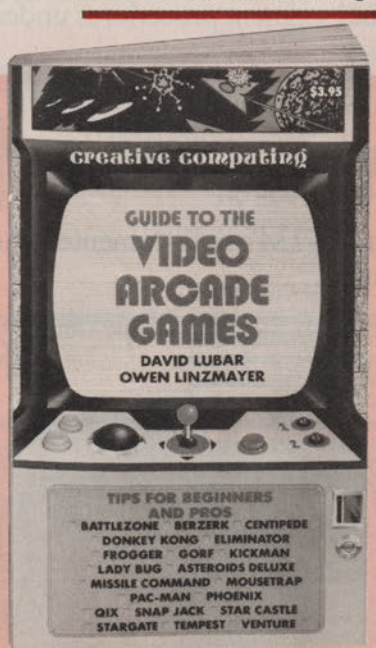

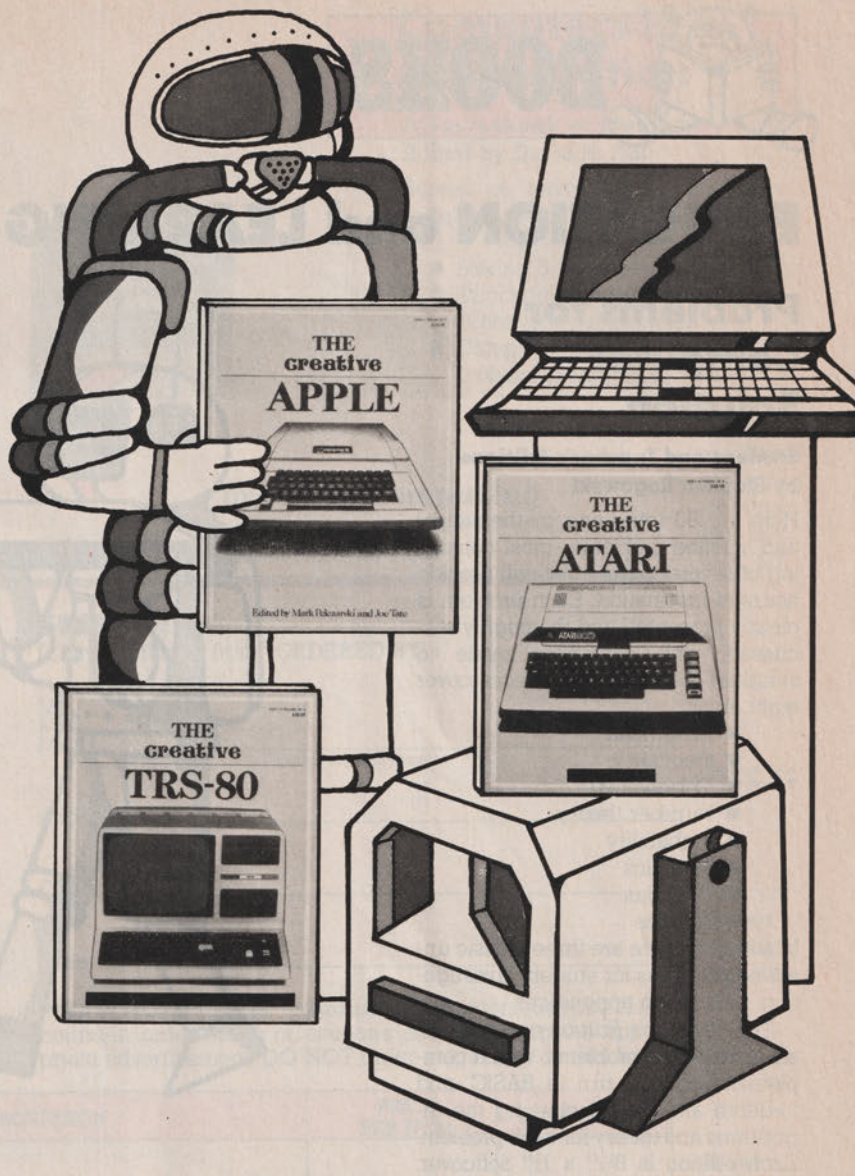

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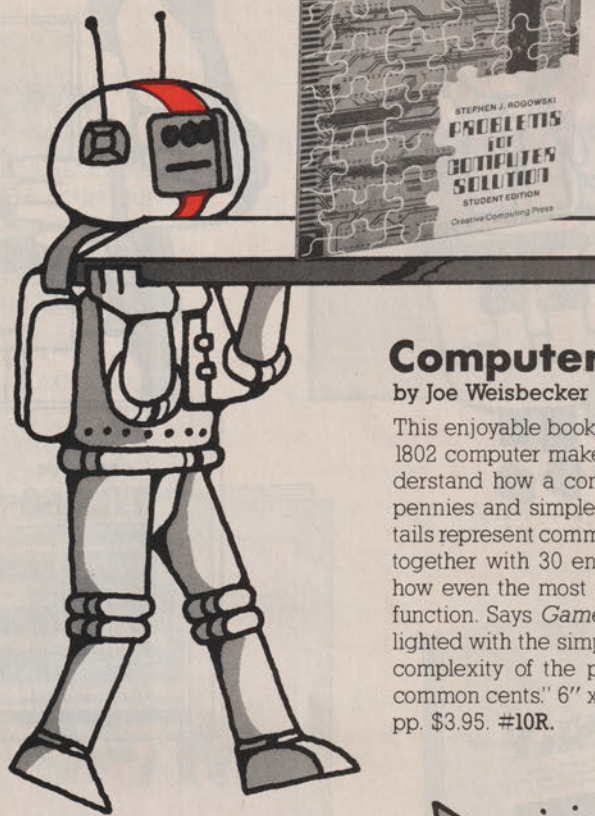

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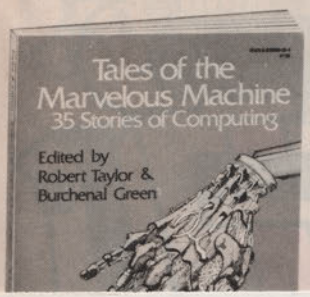

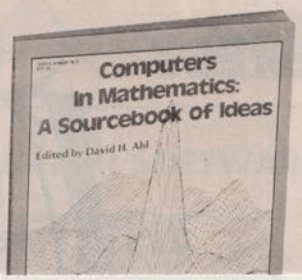

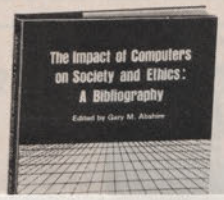

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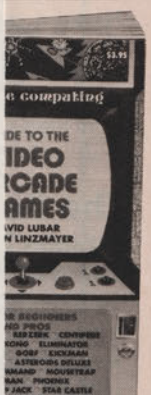

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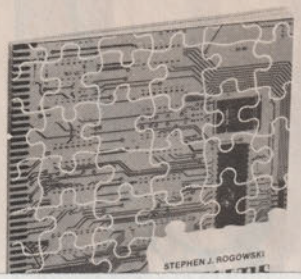

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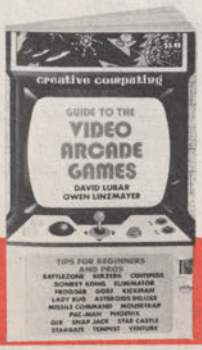

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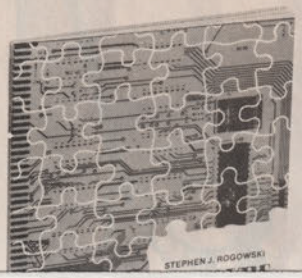

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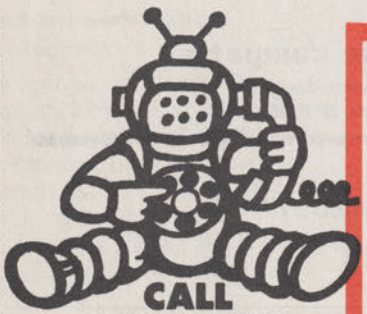

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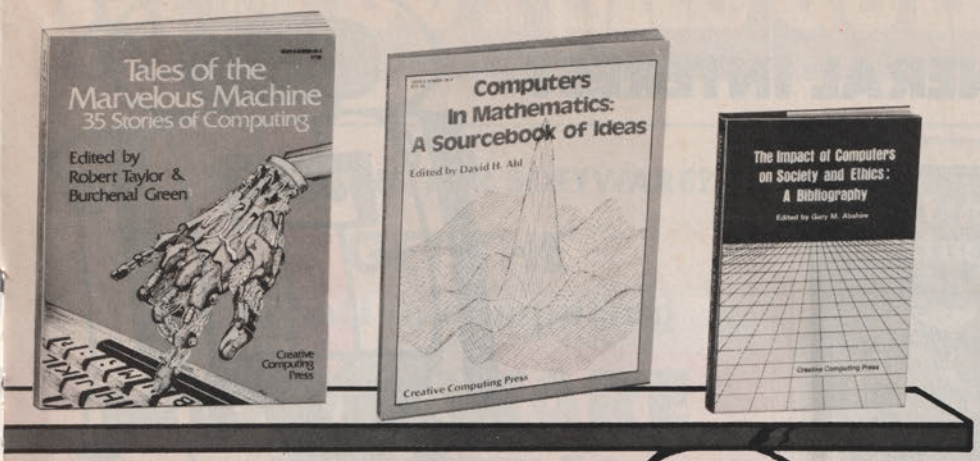

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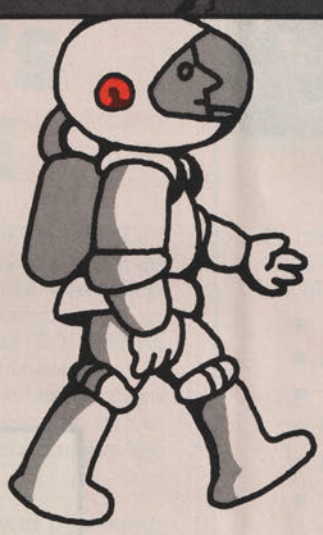

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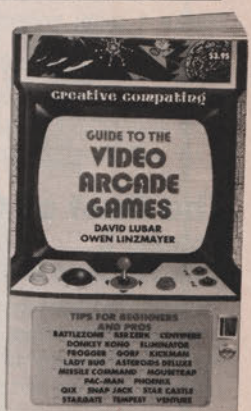

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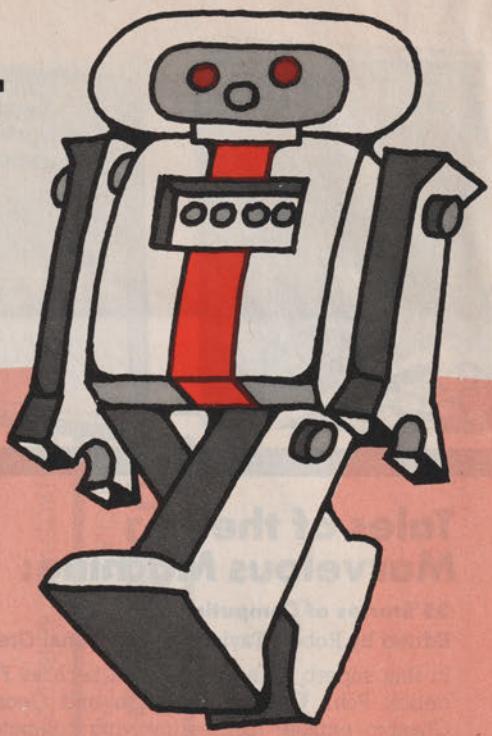

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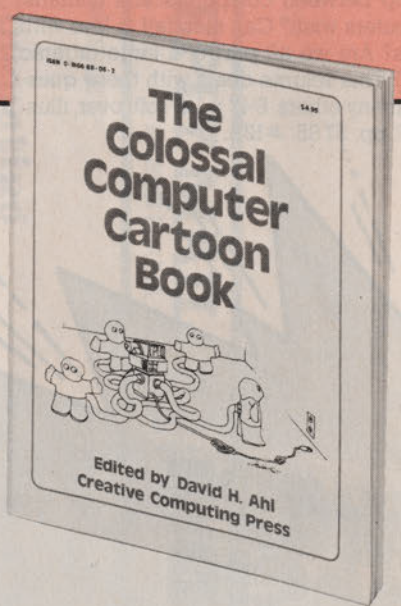

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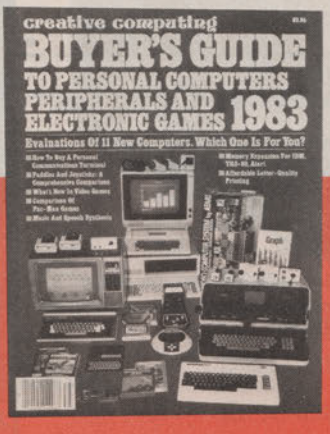

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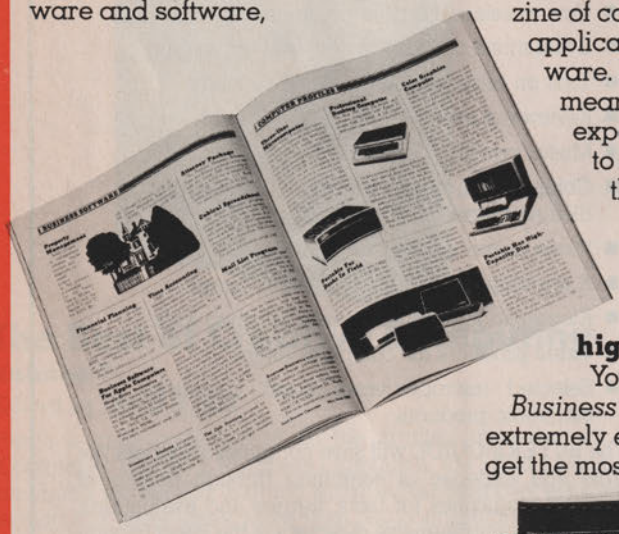

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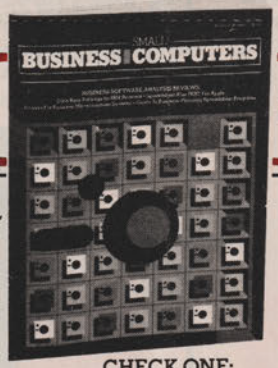

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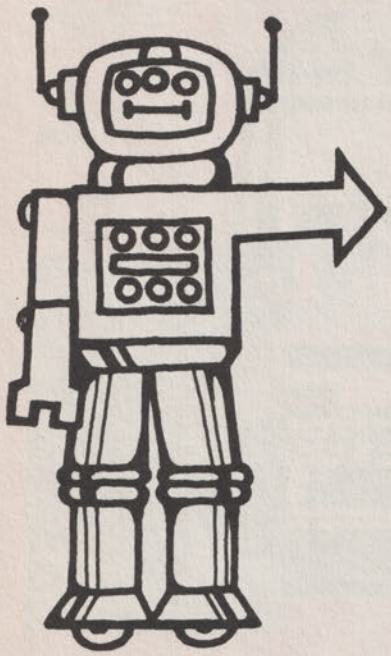

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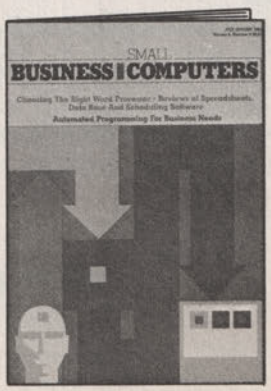

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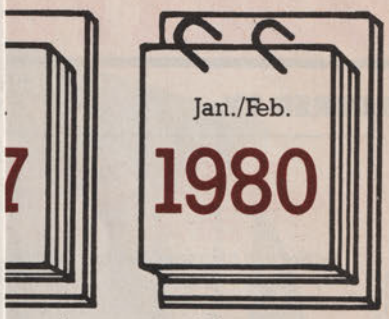

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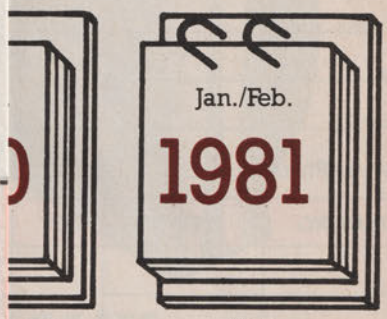

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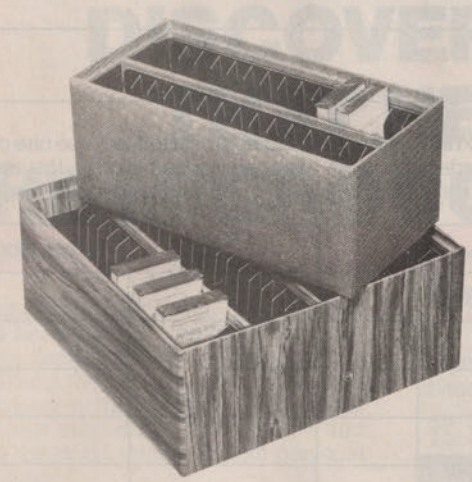

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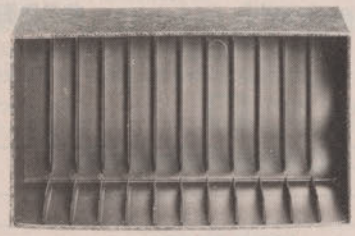

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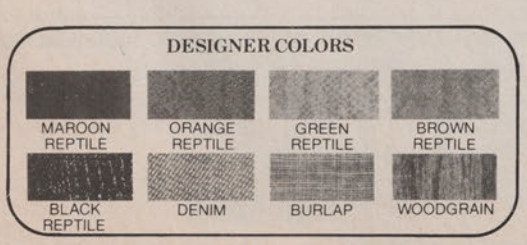

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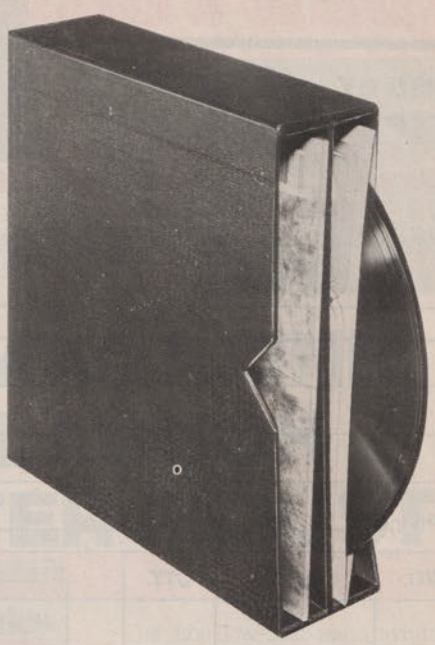

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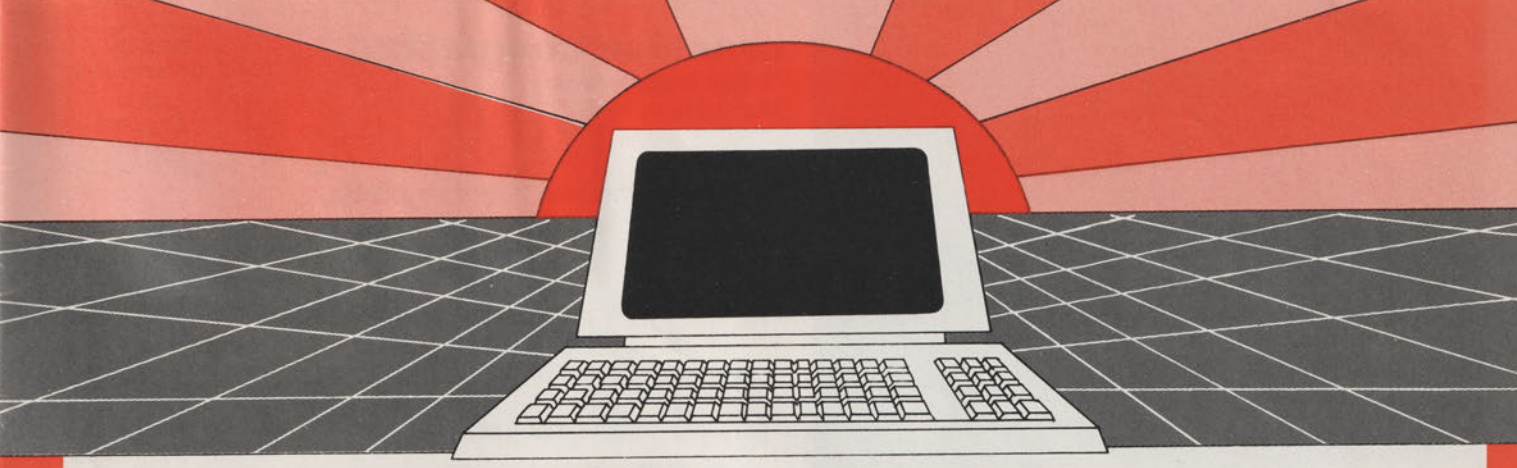

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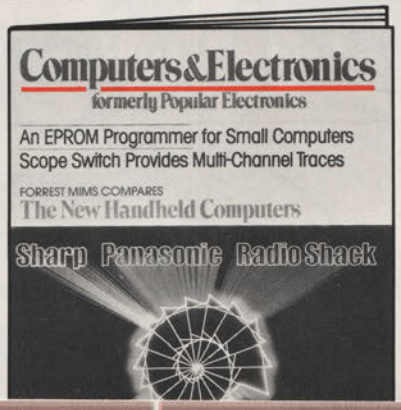

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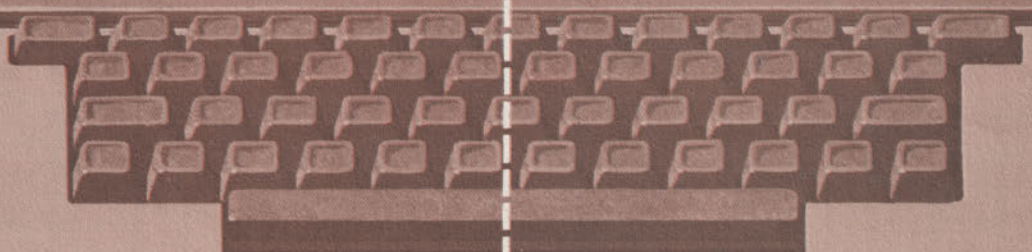

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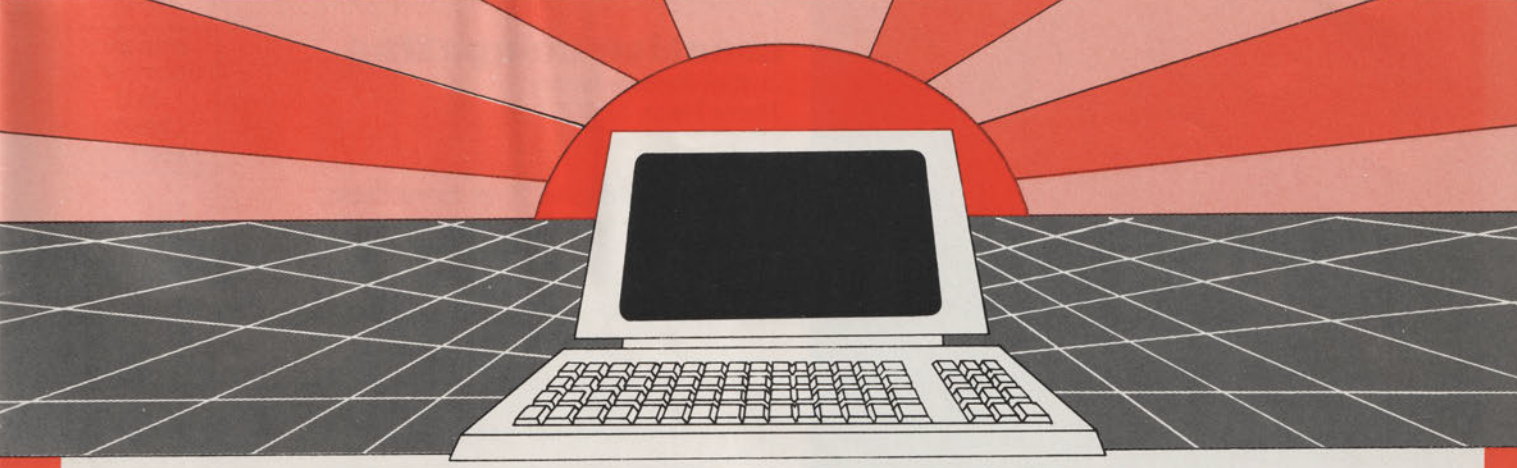

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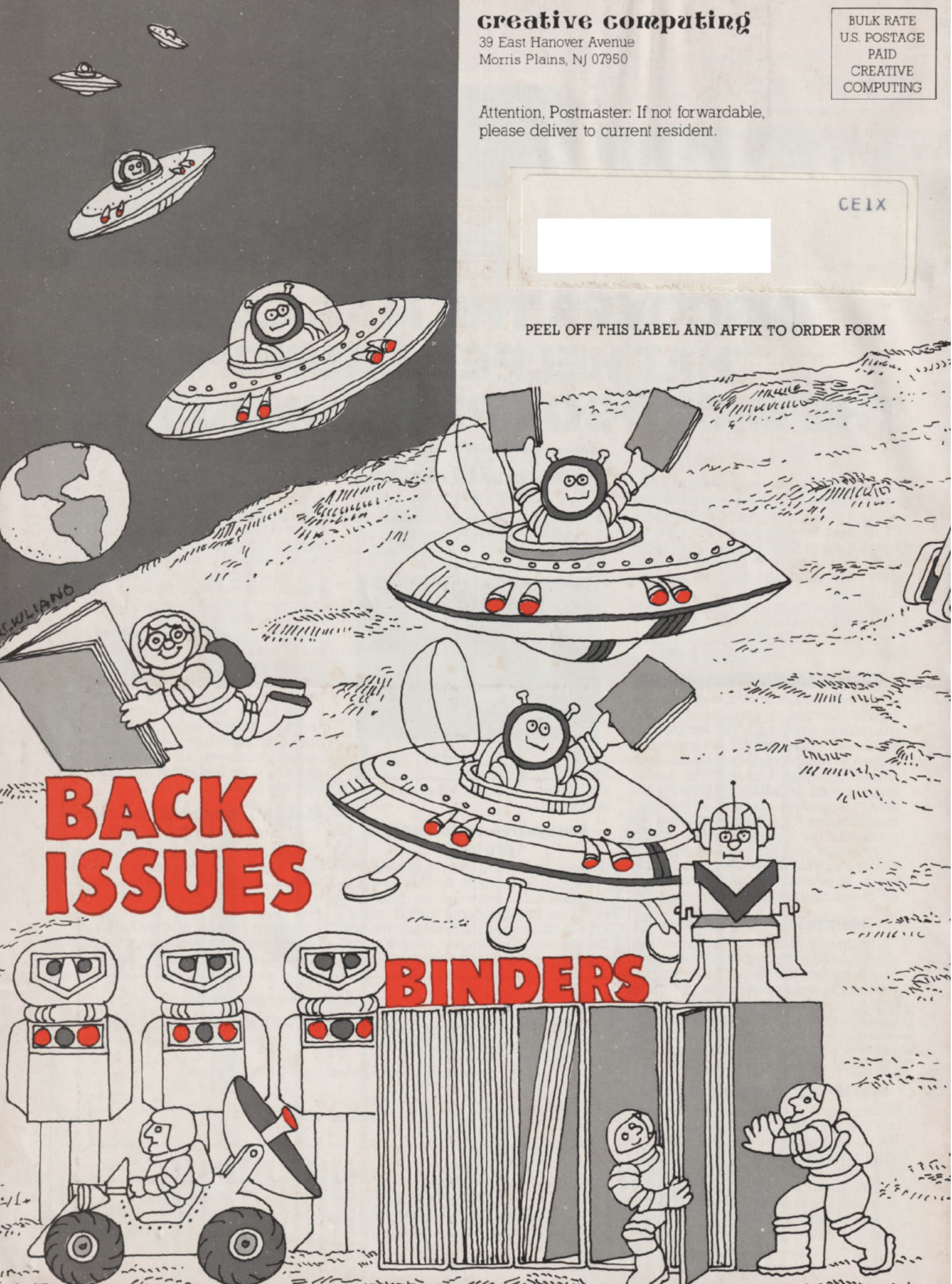
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